CLAIMS

1.   A toy comprising:

a plurality of islands that can be arranged on a surface;

a mobile device that can be selectively moved to a location within a predetermined proximity of each of the islands;

an identification tag associated with each island, which contains identification information to identify the associated island and distinguish it from the other islands;

a reader that reads the identification tag when the mobile device is placed in the predetermined proximity of the associated island;

an output device which generates a humanly-recognizable output; and

a logic device which instructs the output device to generate a different output depending upon which island has been identified by the reader.

2.   A toy as set forth in claim 1, wherein the output device generates a different output for each of the plurality of islands.

3.   A toy as set forth in claim 1, wherein the plurality of islands can be arranged on a floor surface.

4.   A toy as set forth in claim 1, wherein at least some of the plurality of islands remain stationary during play.

5.   A toy as set forth in claim 4, wherein all of the plurality of islands remain stationary during play.

6.   A toy as set forth in claim 1, wherein the predetermined proximity is zero, and the reader reads the identification tag when the mobile device contacts the associated island.

9

7.   A toy as set forth in claim 1, wherein the predetermined proximity is greater than zero, and the reader reads the identification tag when the mobile device is near the associated island.

8.   A toy as set forth in claim 7, wherein the reader reads the identification tag when the mobile device is positioned over the associated island.

9.   A toy as set forth in claim 1, wherein the mobile device comprises a body and motion-providing members attached to the body.

10.   A toy as set forth in claim 9, wherein the movement-providing members comprise rollers rotatably attached to the body base.

11.   A toy as set forth in claim 10, wherein the mobile device resembles a vehicle.

12.   A toy as set forth in claim 11, wherein the mobile device is a ride-on device.

13.   A toy as set forth in claim 1, wherein the mobile device comprises an article of clothing.

14.   A toy as set forth in claim 13, wherein the mobile device comprises a shoe.

15.   A toy as set forth in claim 14, wherein the mobile device comprises a sandal.

16.   A toy as set forth in claim 13, wherein the mobile device comprises a pair of shoes.

17.   A toy as set forth in claim 16, wherein the mobile device comprises a pair of sandals.

18.   A toy as set forth in claim 1, wherein the reader broadcasts a radio frequency activation signal, which is received by one of the tags when the associated island is within a predetermined proximity of the mobile device, and wherein the tag is powered to transmit identification information to the reader.

19.   A toy as set forth in claim 1, wherein each tag comprises a bar code printed on the associated island and wherein the reader reads the bar code to obtain identification information pertaining to that particular island.

20.   A toy as set forth in claim 1, wherein the output is generated within the mobile device.

21.   A toy as set forth in claim 1, wherein the output is audio.

22.   A toy as set forth in claim 1, wherein the output is visual.

23.   A toy as set forth in claim 1, wherein the output is both audio and visual.

24.   A toy as set forth in claim 1, wherein the islands comprise pads, matts, and/or cards for arrangement on the surface.

25.   A toy as set forth in claim 1, wherein the islands have indicia on both sides, whereby they may be flipped over to provide an alternate teaching theme.

26.   A toy as set forth in claim 1, wherein the islands comprise road signs, colors, numbers, animals, plants, vehicles, food, well-known characters, people, and/or household items and wherein at least some of the islands are

11

unique relative to the other islands so that the child can visually distinguish therebetween.

27.   A toy as set forth in claim 1, wherein the toy has a mode selector, wherein different learning themes can be selected by selecting different modes of operation.

28.   A toy as set forth in claim 1, wherein the toy is set up for play, and the plurality of islands are arranged on a surface.

29.   A toy as set forth in claim 28, wherein the plurality of islands are arranged so that they are non-attached and there is a certain separation distance thereamong.

30.   A toy as set forth in claim 28, wherein the islands are arranged in a pattern.

31.   A toy as set forth in claim 28, wherein the islands are arranged randomly.

32.   A toy as set forth in claim 1, wherein the output device is associated with the mobile device.

33.   A method of playing with the toy of claim 1, comprising the steps of arranging the plurality of islands on a surface and selectively moving the mobile device of the toy to one of the islands and placing it in a predetermined proximity thereto.

34.   A toy comprising:
a plurality of stationary islands that can be arranged on a floor;

a mobile device resembling a vehicle and having a body and movement-providing members attached to the body, the body being selectively movable over each of the islands;

an identification tag associated with each island, which contains identification information to identify the associated island and distinguish it from the other islands; and

a reader, which reads the identification tag when the mobile device is placed over the associated island;

wherein a different output is generated by the mobile device depending upon which island has been identified by the reader.

35. A toy comprising:

a plurality of islands that can be stationarily arranged on a floor surface;

a mobile device comprising a pair of shoes that can be moved to selectively step on each of the islands;

an identification tag associated with each island, which contains identification information to identify the associated island and distinguish it from the other islands; and

a reader, which reads the identification tag when at least one of the pair of shoes steps on the associated island;

wherein a different output is generated by the mobile device depending upon which island has been identified by the reader.

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